

M 5.9, 85 km NW of Yoichi, Japan

Origin Time: 2021-01-12 02:39:43 UTC (Tue 11:39:43 local)

Location: 43.7080° N 139.9783° E Depth: 214.0 km

Created: 2 weeks, 1 day after earthquake

Estimated Fatalities



Green alert for shaking-related fatalities and economic losses. There is a low likelihood of casualties and damage.

Estimated Economic Losses

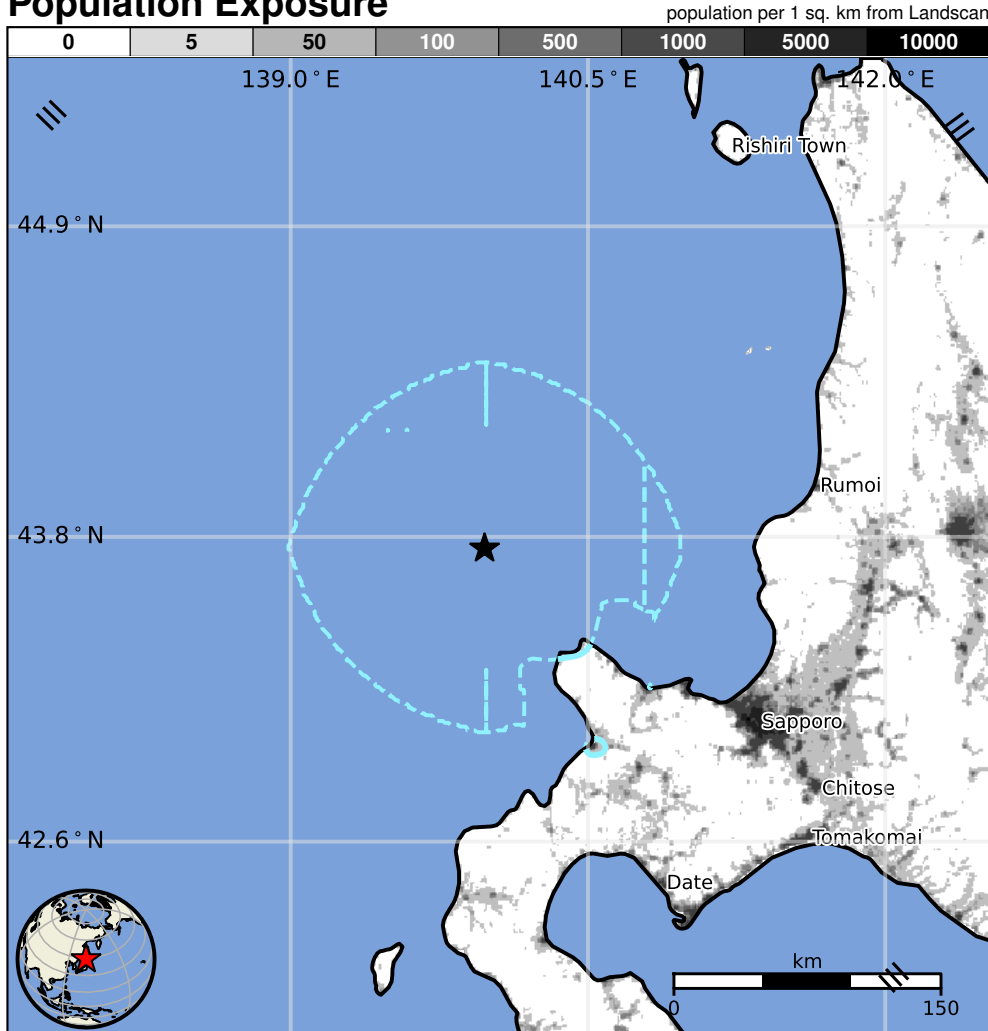


Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		—*	2,975k*	1,053k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	II-III	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

*Estimated exposure only includes population within the map area.

Population Exposure



Structures

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are adobe block and unreinforced brick with mud construction.

Historical Earthquakes

Date (UTC)	Dist. (km)	Mag.	Max MMI(#)	Shaking Deaths
1983-05-26	367	7.7	VII(174k)	104
1993-01-15	349	7.6	VIII(461k)	2
1993-07-12	107	7.7	VIII(4k)	200

Recent earthquakes in this area have caused secondary hazards such as landslides and fires that might have contributed to losses.

Selected City Exposure

from GeoNames.org

MMI	City	Population
IV	Yoichi	23k
IV	Iwanai	16k
IV	Ishikari	57k
IV	Otaru	144k
IV	Tobetsu	22k
III	Sapporo	1,883k
III	Ebetsu	134k
III	Asahikawa	357k
III	Tomakomai	175k
III	Muroran	96k
III	Chitose	93k

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

<https://earthquake.usgs.gov/earthquakes/eventpage/us6000d7ml#pager>

bold cities appear on map.

(k = x1000)

Event ID: us6000d7ml